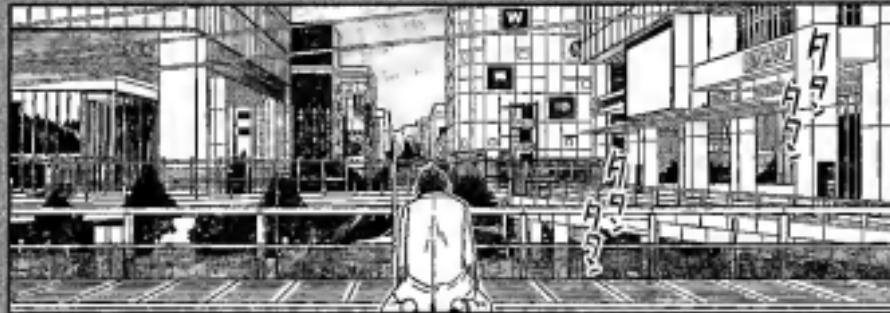
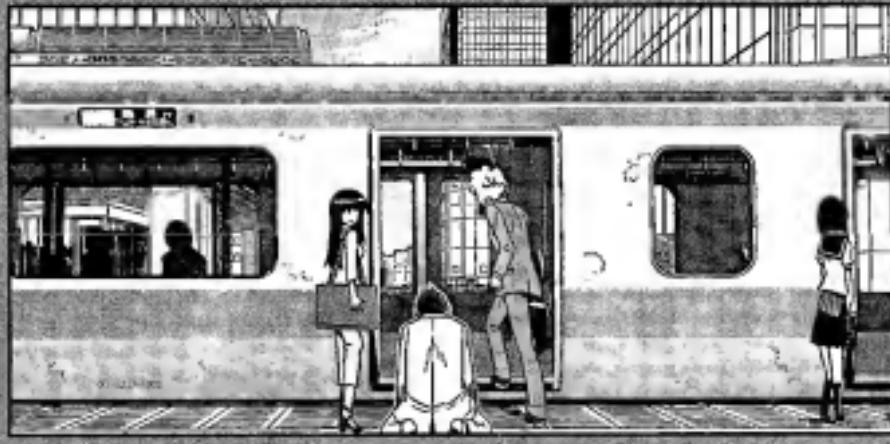


KIRISAKI PLANS TO RELEASE "MAGIC CONDOM 2" IN A BUG-FILLED STATE.  
TAIYOU AND ERIKO ONLY HAVE THREE DAYS TO DEBUG IT...!!

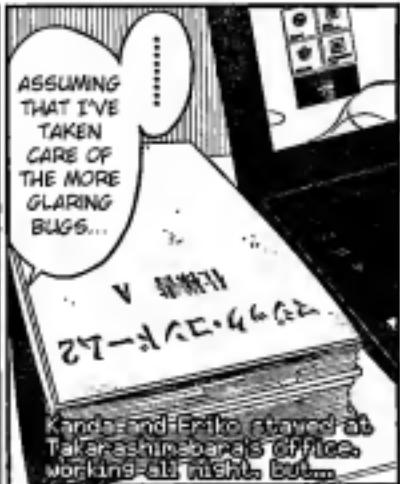




# JUGO 大作戦

La conquista de la industria Eroge por el sol

#6 Debug (3)



Art / Muramasa Mikado

# 1024の太陽

La conquista de la industria Japonesa por el sol

前号まで



A JAPANESE CHARACTER TAKES UP TWO BYTES. SO THERE ARE 512 CHARACTERS IN A KILOBYTE, AND 1 MEGABYTE CONTAINS 1024 KILOBYTES.

EROGE SCENARIOS ARE USUALLY VERY LARGE, SO THEY'RE MEASURED BY FILE SIZE.

HOW LONG IS THIS GAME? HOW MUCH TEXT DO WE HAVE TO CHECK?

... HEY.

THIS GAME IS LONG... THE SCENARIO IS AT LEAST 3 MB IN SIZE.

\* COMPUTERS WORK IN BASE-2, SO 1 KILOBYTE IS 1024 BYTES, RATHER THAN 1000.

THAT'S THE SAME AS TEN PAPERBACK BOOKS, MAYBE?

I FINALLY UNDERSTAND WHY YOU WERE PANICKING SO HARD, ERIKO...

HOW DO YOU CALCULATE THAT FAST? U

SO 3 MB WOULD BE 1,572,864 CHARACTERS!? FOUR THOUSAND PAGES WORTH OF 400-CHARACTER MANUSCRIPT PAPER!?





TAKARA-  
SHIMA-  
BARA-  
SAN?  
YOU  
MEAN  
...

WHAT'LL HAPPEN  
TO THE GAME  
THAT WE  
WORKED  
SO HARD  
ON!?

WE WERE  
ABAN-  
DONED!!

登場人物

● 沢田太陽 ● 成功子 ろも失敗するも自己責任がボリュームのボクシングマンだったが、化学兵器を吸引した濡れ衣を着せられ失調。英理子のエロゲ会社に拘われる。

WHY DO  
YOU THINK  
TAKARASHIMA-  
BARA-SENSEI  
PARTED WITH  
HIS PRECIOUS  
CREATION!?

YOU  
IDIOT!!

YOU...

WE  
WANTED  
TO KEEP  
MAKING  
THE GAME  
WITH HIM  
UNTIL  
THE VERY  
END!!

B-BUT  
STILL,  
WE...

KIRISAKI  
OFFERED TO  
PAY IN FULL  
WITH CASH,  
SO HE SOLD  
HIS GAME IN  
ORDER TO  
PAY YOUR  
WAGES!!

IT WAS  
FOR YOUR  
SAKE, YOU  
KNOW!?



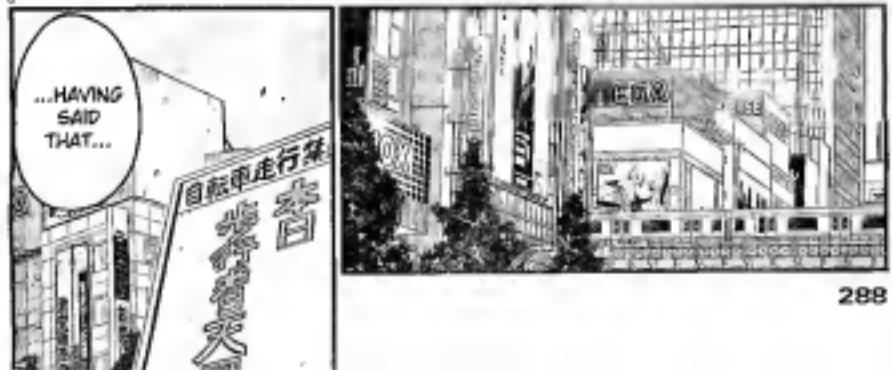


WE DIDN'T KNOW HOW HE FELT UNTIL IT WAS ALL OVER...

WHAT SHOULD WE DO...?

IT'S NOT OVER YET.

●「月島美穂子」・女だらけのゲーム会社「エリコム」の社員  
主な商品はエロゲ(エロいゲーム)。年齢不詳の美女。







● 宝島原 ● かつて、伝説の泣きゲー「マジック・コマンド」(通称「マジコハ」)を作ったゲーム会社社長。資金繰りに苦しみ、経営の権利を売却、会社を倒産させる。



EVERY-  
ONE...  
BRING ME  
COMPUTERS!!



# 10代の太陽

El cómic de la Infancia Dolorosa de mi



TL Note: Chuubu-doori is Akihabara's central street. Translating it felt weird so I didn't.



...IN THE  
HEART OF  
AKIHABARA!

...HAVING  
PEDESTRIANS  
DEBUG THE  
GAME FOR  
US...



お便りください！

魔界都市で魔女先生へ

大魔術アートの魔女先生へ

あらわ ピックアップキャラクターブック 第22号 小学館





THIS STORY IS FICTIONAL AND HAS NO RELATION TO ANY REAL COMPANIES, ORGANIZATIONS, INDIVIDUALS, OR GAMES.





CREATORS, STAFF, USERS, AND OTHERS IN THE INDUSTRY...  
THE FEELINGS OF MANY HAVE COME TO SAVE THIS MASTERPIECE.  
NEXT CHAPTER, THE FATED RELEASE DATE ARRIVES....

# Eroge no Taiyou - Chapter 6

Scanned by Shini-tan @ kouhi.me

<http://blog.kouhi.me/scanslation-eroge-no-taiyou-chapter-6>

